

## AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method of helping a user perform tasks in software, said method comprising:

rendering a plurality of graphic elements, wherein said graphic elements are visibly displayed regardless of which of said tasks task is being performed and regardless of whether said graphic elements are ~~wherein an element is either~~ active or inactive, wherein user selection of an element in said plurality of graphic elements with said element active initiates an action in response to said selection while user selection of said element with said element inactive does not initiate said action; and

~~activating some~~ a first portion of said graphic elements and deactivating a second portion of said graphic elements in response to user selection of said element with said element active ~~other elements according to which task is to be performed~~, wherein said tasks are to be performed in a logical order and wherein said first and second portions are selected ~~elements are selectively activated and deactivated~~ to guide said user through said tasks according to said logical order.

2. (Original) The method of Claim 1 wherein said tasks comprise tasks for designing a microcontroller.

3. (Previously Presented) The method of Claim 2 wherein said microcontroller is designed according to a programmable single-chip architecture.

4. (Original) The method of Claim 1 wherein said graphic elements comprise icons organized in a toolbar.
5. (Original) The method of Claim 1 wherein said graphic elements are displayed in an order corresponding to said logical order.
6. (Canceled).
7. (Currently Amended) The method of Claim 1 wherein selected windows are displayed in response to user selection of said ~~an~~ element.
8. (Original) The method of Claim 1 wherein a first element for a first task and a second element for a second task are active at the same time, wherein according to said logical order there are intervening tasks between said first and second tasks, and wherein movement between said first task and said second task is accomplished without movement through said intervening tasks in response to user selection of said first and second elements.
9. (Currently Amended) A computer system comprising:
  - a bus;
  - a display device coupled to said bus;
  - a memory unit coupled to said bus; and
  - a processor coupled to said bus, said processor for executing a method of helping a user perform tasks in software, said method comprising:

rendering a plurality of graphic elements on said display device, wherein said graphic elements are visibly displayed regardless of which of said tasks task is being performed and regardless of whether said graphic elements are ~~wherein an element is either~~ active or inactive, wherein user selection of an element in said plurality of graphic elements with said element active initiates an action in response to said selection while user selection of said element with said element inactive does not initiate said action; and activating ~~some~~ a first portion of said graphic elements and deactivating a second portion of said graphic elements in response to user selection of said element with said element active ~~other elements according to which task is to be performed~~, wherein said tasks are to be performed in a logical order and wherein said first and second portions are selected ~~elements are selectively activated and deactivated~~ to guide said user through said tasks according to said logical order.

10. (Original) The computer system of Claim 9 wherein said tasks comprise tasks for designing a microcontroller.

11. (Previously Presented) The computer system of Claim 10 wherein said microcontroller is designed according to a programmable single-chip architecture.

12. (Original) The computer system of Claim 9 wherein said graphic elements comprise icons organized in a toolbar.

13. (Original) The computer system of Claim 9 wherein said graphic elements are displayed in an order corresponding to said logical order.

14. (Canceled).

15. (Currently Amended) The computer system of Claim 9 wherein selected windows are displayed in response to user selection of said an element.

16. (Original) The computer system of Claim 9 wherein a first element for a first task and a second element for a second task are active at the same time, wherein according to said logical order there are intervening tasks between said first and second tasks, and wherein movement between said first task and said second task is accomplished without movement through said intervening tasks in response to user selection of said first and second elements.

17. (Currently Amended) A computer-usable medium having computer-readable program code embodied therein for causing a computer system to perform a method of helping a user perform tasks in software, said method comprising:

rendering a plurality of graphic elements, wherein said graphic elements are visibly displayed regardless of which of said tasks task is being performed and regardless of whether said graphic elements are

~~wherein an element is either active or inactive, wherein user selection of an element in said plurality of graphic elements with said element active initiates an action in response to said selection while user selection of said element with said element inactive does not initiate said action; and~~  
activating ~~some~~ a first portion of said graphic elements and deactivating a second portion of said graphic elements in response to user selection of said element with said element active ~~other elements according to which task is to be performed~~, wherein said tasks are to be performed in a logical order and wherein said first and second portions are selected ~~elements are selectively activated and deactivated~~ to guide said user through said tasks according to said logical order.

18. (Original) The computer-usable medium of Claim 17 wherein said tasks comprise tasks for designing a microcontroller.

19. (Previously Presented) The computer-usable medium of Claim 18 wherein said microcontroller is designed according to a programmable single-chip architecture.

20. (Original) The computer-usable medium of Claim 17 wherein said graphic elements comprise icons organized in a toolbar.

21. (Original) The computer-usable medium of Claim 17 wherein said graphic elements are displayed in an order corresponding to said logical order.

22. (Canceled).

23. (Currently Amended) The computer-usable medium of Claim 17 wherein selected windows are displayed in response to user selection of ~~an~~ said element.

24. (Original) The computer-usable medium of Claim 17 wherein a first element for a first task and a second element for a second task are active at the same time, wherein according to said logical order there are intervening tasks between said first and second tasks, and wherein movement between said first task and said second task is accomplished without movement through said intervening tasks in response to user selection of said first and second elements.

25. (Currently Amended) A graphical user interface (GUI) for helping a user perform tasks in software, said GUI comprising:

a plurality of graphic elements, wherein said graphic elements are visibly displayed regardless of which of said tasks task is being performed and regardless of whether said graphic elements are ~~wherein an element is either~~ active or inactive, wherein user selection of an element in said plurality of graphic elements with said element active initiates an action in response to said selection while user selection of said element with said element inactive does not initiate said action; and

wherein ~~some~~ a first portion of said graphic elements are activated and ~~other~~ a second portion of said graphic elements are deactivated in response to user selection of said element with said element active

~~according to which task is to be performed~~, wherein said tasks are to be performed in a logical order and wherein said first and second portions are selected ~~elements are selectively activated and deactivated~~ to guide said user through said tasks according to said logical order.

26. (Original) The GUI of Claim 25 wherein said tasks comprise tasks for designing a microcontroller according to a programmable system on a chip architecture.

27. (Original) The GUI of Claim 25 wherein said graphic elements comprise icons organized in a toolbar.

28. (Original) The GUI of Claim 25 wherein said graphic elements are displayed in an order corresponding to said logical order.

29. (Currently Amended) The GUI of Claim 25 further comprising windows selectively displayed in response to user selection of said an ~~an~~ element.

30. (Original) The GUI of Claim 25 comprising a first element for a first task and a second element for a second task active at the same time, wherein according to said logical order there are intervening tasks between said first and second tasks, and wherein movement between said first task and said second task is accomplished without movement through said intervening tasks in response to user selection of said first and second elements.